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[Virtual Reality: A New User Interface Paradigm for Industrial.. - Böhm, Hübner](#) (Correct)

1 GIVEN-LIB Application n GIVEN-LIB Space-Manager Output Fig. 3: GIVEN system architecture actual
Last saved on: Mon, Apr 10, 1995 11:22:31 1 **Virtual Reality: A New User Interface Paradigm for**
saved on: Mon, Apr 10, 1995 11:22:31 1 **Virtual Reality: A New User Interface Paradigm for Industrial**
www.igd.fhg.de/www/zgdrv-vc/publications/docs/online/imagina.ps.gz

[CISE Research Instrumentation for Integration of Virtual.. - Fox, Furmanski](#) (Correct)

(including Boom, Convolvotron, Datagloves, Sense8 Pc Vr, Provision, Vpl Body Electric) Which Will Be
www.npac.syr.edu/NPAC1/PUB/wojtek/hpsin/doc/nsfinstr.ps

[A Spatial Model of Interaction in Large Virtual Environments - Benford, Fahlén \(1993\)](#) (Correct) (47 citations)

handling is achieved through a special collision **manager** process. When a collision between auras occurs,
85, Clarkson 91] and this was later followed up with VRooms [Borning 91]Audio Windows applied a spatial
1 A Spatial Model of Interaction in Large **Virtual** Environments Steve Benford, Communications
turing.cs.nott.ac.uk/pub/papers/ECSCW93.ps.gz

[A Genetic Programming Application in Virtual Reality - Sumit Das](#) (Correct) (2 citations)

duration [9]1.4 **Virtual Reality Virtual reality (VR)** is a method of interacting with a
A Genetic Programming Application in **Virtual Reality** Sumit Das, Terry Franguiadakis, Michael
A Genetic Programming Application in **Virtual Reality** Sumit Das, Terry Franguiadakis, Michael E.
www.evl.uic.edu/EVL/RESEARCH/PAPERS/PAPKA/gp94.ps

[Virtual Reality in Computational Neuroscience - Jason Leigh \(1994\)](#) (Correct)

Support for PTool- a scalable persistent object **manager**, comes from NASA grant NAG2-513 and DOE grant
that have, most recently, included **virtual reality (VR)**This exploratory work was demonstrated at the
Virtual Reality in Computational Neuroscience Jason
www.evl.uic.edu/spiff/papers/vrincns.ps.Z

[The Case For Reliable Concurrent Multicasting Using.. - Levine, Lavo.. \(1996\)](#) (Correct) (32 citations)

The Case For Reliable Concurrent **Multicasting** Using Shared Ack Trees Brian Neil Levine
www.cse.ucsc.edu/research/ccrg/publications/brian.mm96.ps.gz

[Virtual Reality for Visualisation - Knight \(1998\)](#) (Correct)

3LE, UK. E-mail: C.R.Knight@durham.ac.uk Web: vrg.dur.ac.uk/ Computer Science Technical Report
Virtual Reality for Visualisation Claire Knight
www.dur.ac.uk/~dcs3crk/workfiles/documents/Lit_Survey_Tech_Reports/Tech_Report_13-98.ps.gz

[MUDs - Serious Research Tool or Just Another Game - Lawrie Brown](#) (Correct)

-Sector 7 -Trash -Zone -Void -Mirrorworld #Bbc Pc Based
awkward)However I believe that some aspects of **VR** can be researched without such expensive (both
or environment to operate in. This is the goal of **virtual reality** systems, to provide an on-line
www.adfa.edu.au/~lpb/TR/mud93.ps.gz

[Image Mosaicing for Tele-Reality Applications - Szeliski \(1994\)](#) (Correct) (50 citations)

94/2 May, 1994 Abstract While a large number of **virtual reality** applications, such as fluid flow
Image Mosaicing for Tele-Reality Applications Richard Szeliski Digital
Massachusetts 02139 TM Image Mosaicing for Tele-Reality Applications Richard Szeliski Digital
crl.dec.com/pub/DEC/CRL/tech-reports/94.2.ps.Z

[A Hypertext System for Integrating Heterogeneous, Autonomous.. - Noll, Scacchi \(1994\)](#) (Correct) (2 citations)

are stored in a central database or storage **manager**, which may be accessed by distributed clients.

which may be accessed by distributed clients. In **reality**, however, software artifacts may be stored in cwis.usc.edu/dept/ATRIUM/Papers/Integrating_Software_Repositories.ps

A Virtual Reality based System Environment for.. - Szabo, Stucki.. (1995) (Correct) (1 citation)
Graphics Onyx **RealityEngine2** with two raster **managers** using the IRIS Performer visual simulation and prototype architecture for **Virtual Reality (VR)** based Information Systems (ViRXIS)ViRXIS may
A Virtual Reality based System Environment for Intuitive
ftp.inf.ethz.ch/doc/papers/ti/grpw/Enter95.ps.gz

The Effects of Eye Tracking in a VR Helmet on EEG Recordings - Bayliss, Ballard (1998) (Correct)
The Effects of Eye Tracking in a **VR** Helmet on EEG Recordings Jessica D. Bayliss and
performing EEG/EP/ERP experiments within a **virtual reality** helmet containing an eye tracker,
performing EEG/EP/ERP experiments within a **virtual reality** helmet containing an eye tracker, electrical
hypatia.dcs.qmw.ac.uk/data/edu/cs.rochester.edu/robotics/98.tr685.Effects_of_eye_tracking_in_VR_helmet_on_EEG

The Overlay Signaling Approach with Permanent Virtual Circuits - Akyol, Cox (1995) (Correct)
distributed network. The network is divided into **zones**. These **zones** are interconnected by the ATM
in the wireless ATM network are managed by **zone manager** processes that run on the networking equipment
The Overlay Signaling Approach with Permanent **Virtual** Circuits Bora A. Akyol Donald C. Cox October
wireless.stanford.edu/~akyol/pvc-overlay.ps

Constructing Virtual Worlds Using Dense Stereo - Narayanam, al. (1998) (Correct)
capabilities of the viewer. **Virtual Reality (VR)**in contrast, provides a viewer-controlled, 3D
Jan. 4-7, 1998, pp. 3-10. Abstract We present **Virtualized Reality**, a technique to create **virtual**
1998, pp. 3-10. Abstract We present **Virtualized Reality**, a technique to create **virtual** worlds out of
www.cs.cmu.edu/~virtualized-reality/papers/ICCV98/iccv98-lores.ps.gz

Summer Students in Virtual Reality: A Pilot Study on.. - Human Interface (Correct)
Of Engineering, Uw Introduction **Virtual Reality (vr)** Is A New Way To Use Computers. **Vr** Eliminates The
Summer Students in **Virtual Reality**: A Pilot Study on Educational
www.hitl.washington.edu/publications/r-92-1/r-92-1.ps

The Visual Display Transformation for Virtual Reality - Robinett, Holloway (1995) (Correct) (4 citations)
visual display transformation for **virtual reality (VR)** systems is typically much more complex than the
Lux Libertas The Visual Display Transformation For **Virtual Reality** Warren Robinett Richard Holloway
cs.ru.ac.za/homes/g97rc001/papers/94-031.ps.gz

Distributed Virtual Reality for Everyone - a Framework for. . . - Broll (1997) (Correct) (12 citations)
networked **VR**, multiuser environments, IP **multicasting**, **virtual reality** modeling language (VRML)1.
virtual objects subdividing large worlds into **zones** 4.1. Object consistency While persistence over
[11] already exist. However, the area-of-interest-manager (AOIM) 17] as used in an extension of NPSNET
orgwis.gmd.de/~broll/papers/VRAIS97.ps.gz

Overview of the I-WAY: Wide Area Visual Supercomputing - Defanti (1996) (Correct) (17 citations)
interconnect supercomputer centers, **virtual reality (VR)** research locations, and applications development
experimental environment for building distributed **virtual reality** applications and for exploring issues of
environment for building distributed **virtual reality** applications and for exploring issues of
ftp.mcs.anl.gov/pub/nexus/reports/iway_overview.ps.gz

Immersion, Presence, and Performance in Virtual.. - Slater, Linakis.. (Correct)
factors, TriDimensional Chess. 1. Introduction: Is **VR** better than a workstation? This paper describes an
Immersion, Presence, and Performance in **Virtual** Environments: An Experiment with Tri-Dimensional
such a theoretical framework. Keywords **Virtual reality**, **virtual** environments, immersion, presence, task
www-dept.cs.ucl.ac.uk/staff/M.Usoh/Papers/chess.ps.gz

Virtual Reality and Education - Virtual Reality (Correct)
Byrne **Virtual Reality** and Education **Virtual Reality (VR)**a new computer technology, has incredible
www.hitl.washington.edu/publications/r-93-6/r-93-6.ps

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